

Workshop Guide

For Students attending Data Vault 2.0 Boot Camp

Please follow these guidelines for a smooth workshop experience:

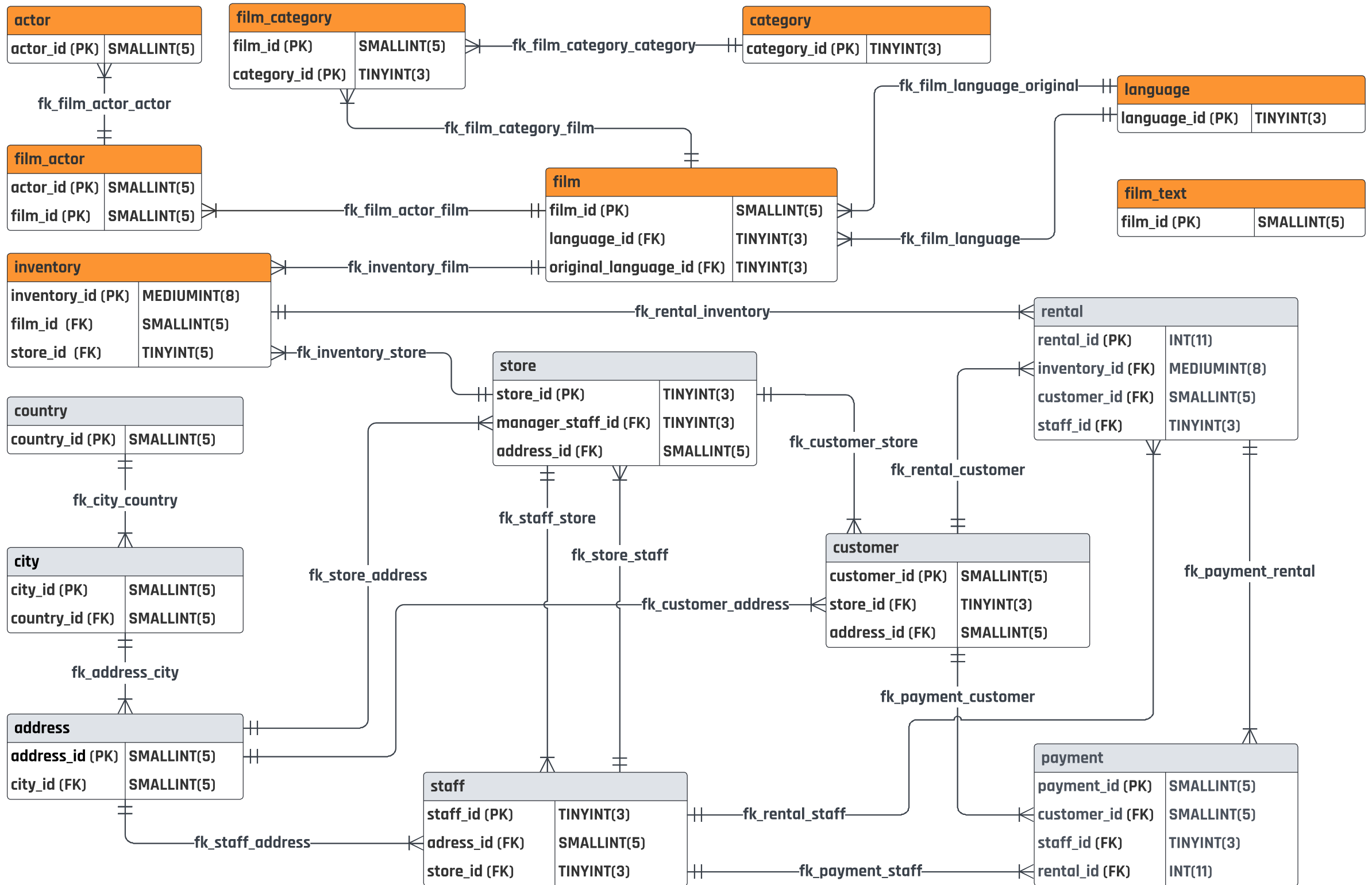
Instructions

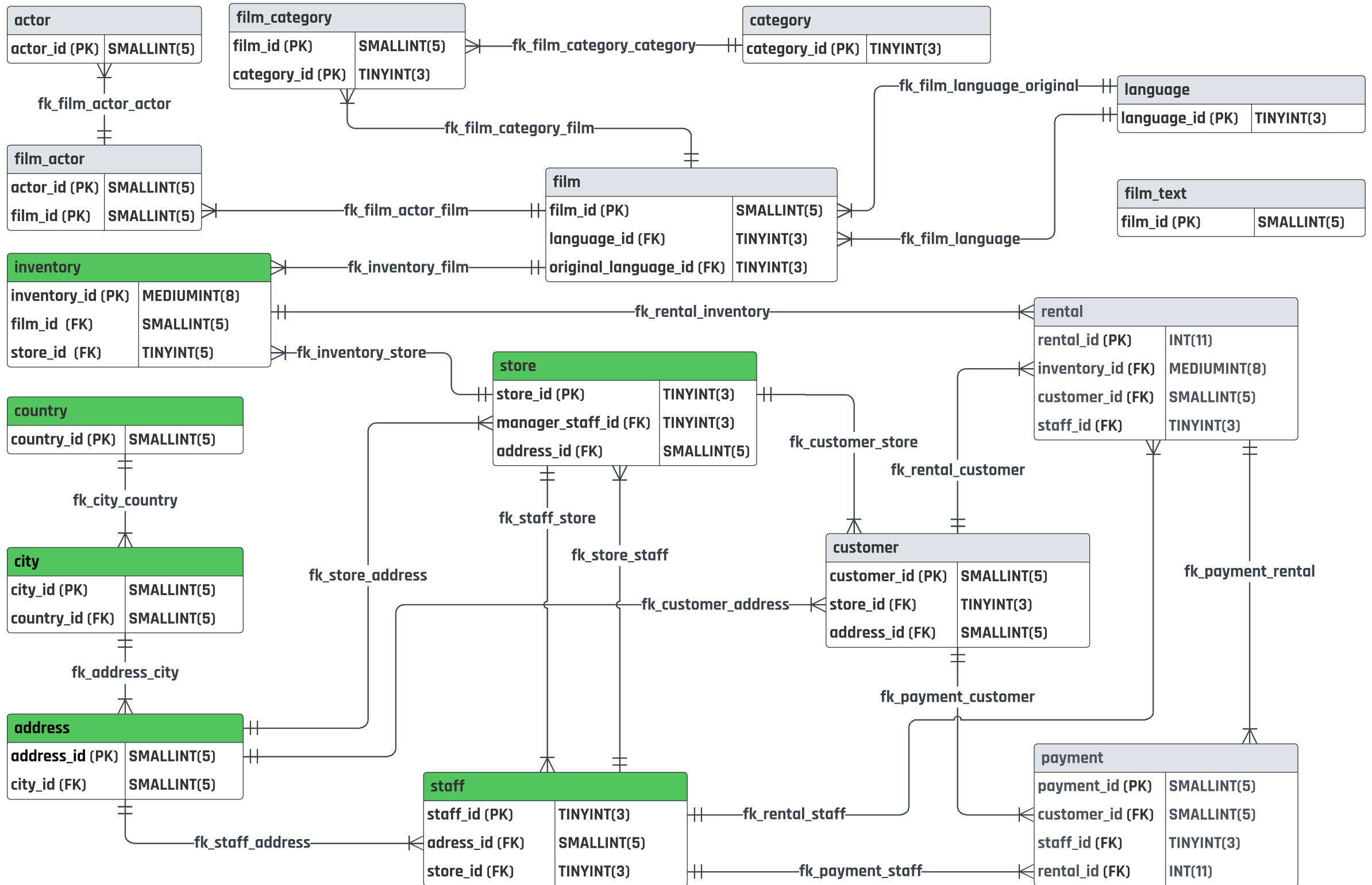
1. Your job is to create a Data Vault model based on the source model within your scope. You are either in the green, blue, red or orange team. You don't have to model standard Satellites as there are no descriptive attributes to keep it simple here.
2. The pre-analysis is done and the Business Keys are defined. The Business Keys are the ID fields you can find in the source model.
3. Tool: Powerpoint is totally fine. If you want to use any other tool, feel free to use it. At the end of the workshop, you have to send the results to your instructor.

Tips & Tricks

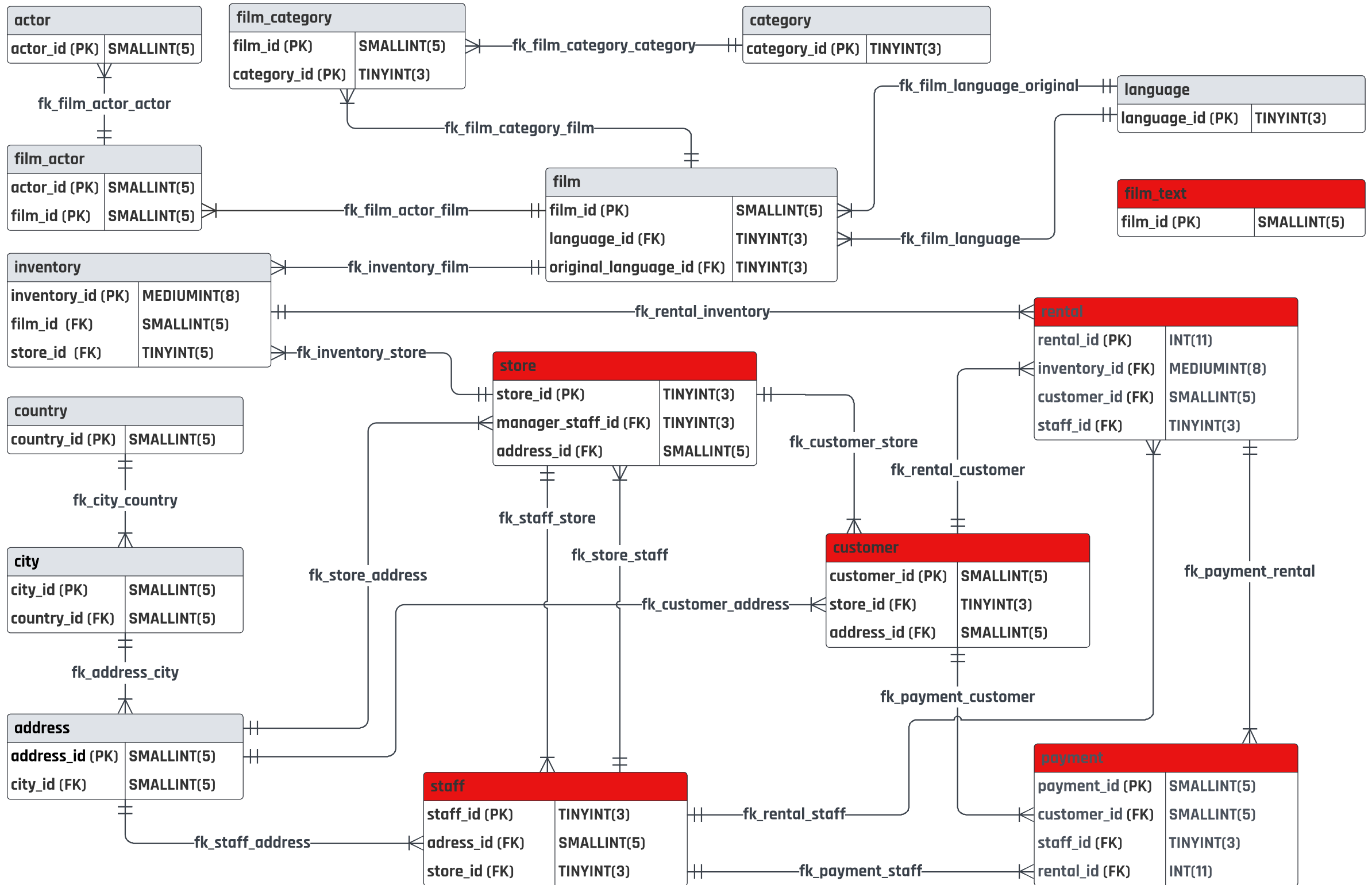
1. Start with defining the business objects (possible Hubs). Think on same granularity and the same semantic meaning.
2. Read the relationships from the source model and model them as links between the Hubs
3. Think on: Unit of Work, no Link-to-Link (but if you have to: denormalize them)
4. Communication is very important! Your scope has some overlappings with other teams. Make sure that you don't model the same things differently.
5. Keep it simple. We just want to model the Raw Data Vault, no Business Vault.

Data Vault 2.0 Boot Camp - Modelling Workshop - Group Orange

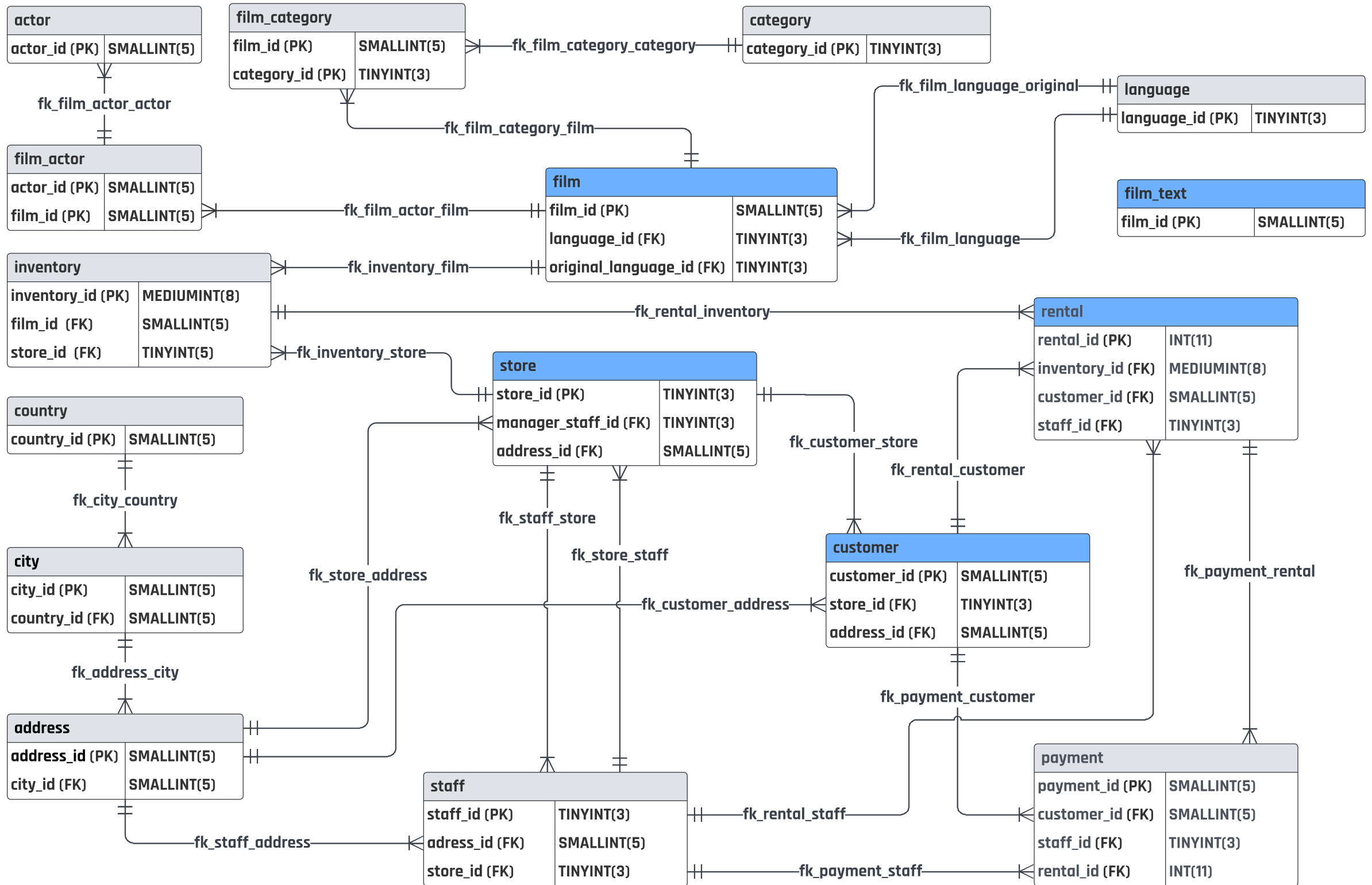




Data Vault 2.0 Boot Camp - Modelling Workshop - Group Red



Data Vault 2.0 Boot Camp - Modelling Workshop - Group Blue



DATA VAULT 2.0 - MODELING WORKSHOP

DESCRIPTION OF THE TABLES

These descriptions serve as support for solving the tasks. They do not contain the complete information.

TABLE	DESCRIPTION
actor	The actor table contains information about the actors of the film, including their name (personal-sensitive data).
address	The address table stores address data, including postcodes, street names, house numbers.
category	The category table contains categories like 'comedy' or 'horror' and some further descriptions.
city	The city table contains a couple of descriptions of almost all cities in Germany, like the name, the major, the size and the population.
country	The country table contains the long and the short name of the country. This data is static and does not change.
customer	The customer table describes a real person. IT contains both PII data (e.g. first and last name) and non-personal data.
film	The film table stores information about movies, including titles and release years, the language on the disk and the movie's original language.
film_actor	The film_actor table links films to actors and their roles. The assignments are fix and cannot change.
film_category	The film_category table links films to categories. The relationship could change if the film category is reassessed and it is decided that the film now belongs to a different category.
film_text	The film_text table contains the transcript of the whole film. This data

	can change, for example when typos are fixed.
inventory	The table Inventory describes the physical space in the shop, such as the shelf number.
language	The language table contains a long and short description of different languages. This data is static and does not change.
payment	The table payment includes transactional data of the payment. This data should not be modified at any time.
rental	The rental table contains the start and end dates for a rent (among other data) and is related to the inventory, the customer and the employee who is creating the rental in the system. A rent can be extended, get a new status or even closed earlier than expected.
staff	The table staff contains the data of the respective employees of a shop. For example, it contains the names, addresses and positions of the employees. It contains PII data like first and last name, but also non-personal attributes like the employment start date.
store	The table store describes the information of the store, such as the store name or the size.